

The Distinguished Dynasty Association, 2025 Season, League Bylaws

1. LEAGUE OVERVIEW

The purpose of these bylaws is to (1) ensure a fair and fun league for all owners, (2) promote the longterm viability of the league. If a rule is not explicitly stated, interpretations will consider these criteria and new rules will be voted on and subsequently documented in these bylaws. If this document disagrees with league site settings, site settings will prevail until corrected.

- 12 teams in 1 division playing a 14-game schedule with 3 weeks of playoffs.
- 20 roster spots + 3 taxi spots + 2 IR spots ≈ 280 players on rosters at a time.
- 10 starters - 1QB / 2RB / 2WR / 1TE / 1(QB/RB/WR/TE) / 3(RB/WR/TE)
- An initial 23-round Third Round Reversal startup draft was conducted in 2025 including (Only Veterans or Veterans and Rookies).
- An annual rookie draft:
 - A four (4) round rookie draft completing no later than one month after the NFL draft (ASAP for the initial season)
- A position-balanced 0.5 PPR scoring system with 1.5 PPR for TE.
- An up to 2-year taxi squad for rookies.
- Free agents acquired by bidding Free Agent Acquisition Budget (FAAB) weekly during the regular season followed by First Come First Serve claims.
 - \$1000 FAAB per team, per season.
 - FAAB is tradeable
- Three-week, six-team playoff structure running NFL weeks 15-17.
- Top 6 teams in Victory Points (1 point for win, 1 point for top-half scoring) to determine playoffs with seeding by order of VP finish. Top 2 teams by VP get a 1st round bye.
- Trade Deadline set at Week 12.
- \$25 annual league dues paid via LeagueSafe links pinned in league chat. Initial Buy-In is for 2 years.
- Annual winnings will be split as follows:
 - 1st: \$220
 - 2nd: \$55
 - 3rd: \$25

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3. INAUGURAL DRAFT

The league will initially select players via a 23-round startup draft that will include (Veterans and 2025 rookies *or* Veterans). The startup draft will be via Third Round Reversal Snake format, conducted by Sleeper. In this draft, Round 3 is reversed from the original "snake" draft order, so the person going last in Round 1 gets to go first in Rounds 2 and 3 as shown in the table below (R=Round; P=Position).

	P1	P2	P3	P4	P5	P6	P7	P8	P9	P10	P11	P12
R1	1.01	1.02	1.03	1.04	1.05	1.06	1.07	1.08	1.09	1.10	1.11	1.12
R2	2.12	2.11	2.10	2.09	2.08	2.07	2.06	2.05	2.04	2.03	2.02	2.01
R3	3.12	3.11	3.10	3.09	3.08	3.07	3.06	3.05	3.04	3.03	3.02	3.01
R4	4.01	4.02	4.03	4.04	4.05	4.06	4.07	4.08	4.09	4.10	4.11	4.12
R5	5.12	5.11	5.10	5.09	5.08	5.07	5.06	5.05	5.04	5.03	5.02	5.01
R6	6.01	6.02	6.03	6.04	6.05	6.06	6.07	6.08	6.09	6.10	6.11	6.12
R7	7.12	7.11	7.10	7.09	7.08	7.07	7.06	7.05	7.04	7.03	7.02	7.01
R8	8.01	8.02	8.03	8.04	8.05	8.06	8.07	8.08	8.09	8.10	8.11	8.12
Snake continues R9-23 with P12 picking 9.01												

The draft timer for all drafts will be set to 8 hours, turned off between 10PM and 9AM. If the draft will not be completed by the league-imposed deadline, a real-time online draft will be scheduled to complete the draft.

Trading inaugural draft picks, players, FAAB, and future draft picks is allowed during the draft. Teams trading away future picks must pay 100% of league dues for that season.

Initial draft position will be selected at random or by a game of pseudo-skill such as betting on the final point total of an NBA playoff game.

Owners shall use Sleeper's draft queue to pre-draft a pick if they will be away for an extended period of time or if they have one or more clear decisions on which players to draft. Owners shall use their best efforts to make draft picks as promptly as possible, and owners who are considering trading an upcoming draft pick are strongly encouraged to announce their intention publicly beforehand. Owners are discouraged, but not prohibited, from waiting until they are "on the clock" before announcing that they are soliciting trade offers for the current pick.

If a team misses their pick, auto draft imposed by sleeper is considered permanent barring extenuating circumstances.

If an owner leaves the league during the draft, the draft will be paused until a replacement owner is found. If an owner is not found within one week, the Commissioner will assign a trusted third party to complete the draft for the orphaned team.

In the unlikely event a disruption occurs during the online draft with adverse results to any owner or team, the Commissioner reserves the right to pause, modify or otherwise alter the draft in such a way that

corrects the adverse effect and promotes fairness and integrity of the league. Under no circumstances shall the Commissioner or any owner alter the draft results so as to grant an unfair advantage to any owner.

4. ANNUAL ROOKIE DRAFTS

Draft order for seasons after 2025 will be set in reverse order of Potential Points for teams that do not make the playoffs and by order of playoff finish (round eliminated with seed as tiebreaker). The league champion will be given the final selection of each round.

The subsequent yearly rookie drafts will be completed no later than one month after the NFL draft except for the inaugural season. These drafts will run for four (4) rounds and will include only rookies.

5. LEAGUE RESOURCES

- Sleeper site: <https://sleeper.com/leagues/1227846058780925952/>
- League funds management: LeagueSafe

6. LEAGUE CALENDAR

This league calendar will be updated annually

5/13/2025	Initial contact of founders via Reddit
5/14/2025	Rules changes debated and voted on (to be completed before Startup draft)
5/21/2025	Rounds 1-2 Rookie Draft Part 1 (RDP1) begins (approx.) and league dues are due
6/4/2025	Round 1-2 Rookie Draft Part 1 (RDP1) complete (approx.)
6/11/2025	[Wed after Conclusion of Rookie draft] FAAB Waiver Run (Wed) followed by FCFS FA
9/4/2025	[NFL Season Kickoff]
11/25/2025	[Week 12] Trade Deadline
12/4/2025	[NFL Week 14] Final week of the regular season
12/11/2025	[NFL Week 15] First round of Championship and Toilet Bowl playoffs
12/18/2025	[NFL Week 16] Second round playoffs.
12/25/2025	[NFL Week 17] Championship and Toilet Bowl games.
1/1/2026	[Following NFL Week 17] Trading Reopens
1/1/2026	[Following NFL Week 17] Payouts (approx.)
4/1/2026	League Year ends. Deadline to pay owed dues at Leaguesafe.

7. TEAMS, OWNERSHIP, and SCHEDULING

- The League will consist of 12 teams in 1 division. Each team will play every team in the division once and play 2 additional games against repeat teams.
- The owner will have control of personalizing their team on Sleeper.
- If an owner should choose not to return, they must inform the Commissioner one (1) year prior to leaving the league. Since league dues are paid ahead at least 1 year, this should represent no

financial cost to an owner looking to leave the league. The Commissioner will find a replacement owner using whatever means necessary to keep the league stable and fun.

d. If a team is abandoned (i.e. leaving without 1 year prior warning):

- The new owner will keep the draft picks and positions held by the previous owner.
- If more than one team is abandoned at a time, new owners will be identified and players from those teams distributed to the new owners in a dispersal draft that will include all free agents and draft picks from the abandoned teams unless all of the new owners agree which teams to select if in the best interest of the league.

8. DUES

League dues are \$25 per season per team and are non-refundable. Owners will pay 2 years of league dues at startup and stay a year ahead by paying one year of dues during the off season. \$50 was due to join the startup.

Dues are collected and payments are made on Leaguesafe.com.

An owner may not participate in any draft until they are paid in advance for at least 1 seasons.

If the owner has traded away their own picks beyond next season, 100% of those dues (for that advanced season) must be paid before the owner can participate in any draft. For example, at startup, for 2026 picks dues will already be paid. If a team wishes to trade away 2027 1st or 2nd round picks, they must pay 2027 dues. Dues must be paid by the league deadline, typically the 9th of April.

If an owner leaves the league for any reason, his dues are forfeit to the prize pool and he will have no claim to them in any way. This includes if he finds a replacement owner, unless the replacement owner is willing to reimburse him and pay the dues required to join the league.

If an owner cannot reasonably meet the dues deadline, they must notify the Commissioner and make alternate arrangements. Failure to do so will result in the forfeiture of their team for the current season and seeking a replacement owner. **Don't be that guy.**

9. CURRENT-YEAR PRIZE PAYOUTS

The payout structure is based on dues of a \$25 per team per season.

Prize pool:

- \$25 x 12 teams = \$300 total prize pool
- - \$300 for current-year prizes as follows:
- \$220 (remainder) to the Champion of the Playoffs
- \$55 to the Championship Runner-Up
- \$25 to the winner of the 3rd Place Matchup

Payouts are made via LeagueSafe and are subject to their payout procedures.

The payout allocations are at the discretion of the commissioner. Disbursement of commissioner allocated payouts proceeds via majority vote on LeagueSafe.

10. STARTING LINEUP & ROSTERS

10.1 ROSTER COMPOSITION

League rosters will consist of no more than 25 players and no less than 20 during a season. There is no roster size minimum during the off season, meaning that roster limits only apply during the NFL season. Violation of this rule will subject a team to league sanctions, but **don't be that guy**.

Teams are required to submit a full starting lineup each regular season week during the regular season and, if applicable, each playoff week.

A starting lineup shall consist of 10 players:

- 1 Quarterback (QB)
- 2 Running Back (RB)
- 2 Wide Receivers (WR)
- 1 Tight End (TE)
- 1 Superflex (QB/RB/WR/TE)
- 3 Flex (RB/WR/TE)

Each roster must have a minimum of 1 QB, 2 RB, 2 WR, and 1 TE.

Player positions are determined by the Sleeper site. No restrictions are currently in place.

- Owners should be aware that Sleeper may change a player's position at any time pursuant to that player's NFL team changing their position, e.g switching a player who was previously a wide receiver (WR) that of a running back (RB). These changes shall not be overruled by the League under any circumstances. These changes become effective when they are made by Sleeper.
- Owners are responsible for assessing the possibility that a given player may change positions before acquiring the player.

10.2 LINEUPS

Players are not locked into a team's starting lineup until the game in which the player is participating has kicked off, at which point they may not be removed.

Owners who know they will be unavailable to set their team's lineup shall use their best efforts to inform the Commissioner and designate another owner or the Commissioner to set or change their team's lineup.

Owners who know they will be unavailable on game days may also submit conditional lineup changes or preferences via the sleeper league chat, and a council member will make the changes on behalf of the owner on game day. However, conditional changes requested via the message board are not guaranteed

to be processed if posted less than 1 hour prior to kickoff of the player's game that occurring on a Sunday or less than 2 hours prior to kickoff of the player's game if occurring on any other day.

Players may be started on their bye weeks in order to field a full lineup only if a team has no other active (i.e. non-bye week) players on their roster at that position and if it is impossible for that team to acquire an active player via trade or free agency. **This should never happen.**

10.3 LEGAL ROSTER

A team's full active roster (not IR) must contain enough active NFL players to complete a full starting lineup. These types of players do not count as an "active NFL player"

- A player that has not been on any team's active (53 man game day) roster for the last 2 team games (or NFL weeks for players not on NFL rosters)
- A player that is listed as OUT at kickoff of the first game of the weekend
- A player that is on any NFL injured list that makes them ineligible to play unless removed at kickoff of the first games of the weekend

While the commissioner will attempt to identify and notify owners of illegal rosters, the owner is ultimately responsible for keeping a legal roster. If a violation is found after the kickoff of the final game of the weekend, the following penalties will be assessed in order for each occurrence:

- **First illegal roster of the season:** Surrenders earliest 3rd round pick available (next or subsequent years)
- **Second illegal roster of the season:** Surrenders earliest 2nd round pick available (next or subsequent years)
- **Third illegal roster of the season:** Surrenders earliest 1st round pick available (next or subsequent years)
- **Fourth illegal roster of the season:** The owner will be suspended and management of the team will be turned to a neutral third party for the remainder of the season. Team ownership will be reviewed by the league.

What this means: (for example) Even if all of a team's QBs get injured and/or are on IR, an owner will need to get an "active" (as defined above; can be a 2nd string scrub) QB via waiver wire, free agency, or trade. This will cost a roster spot, but is exactly what NFL teams that have multiple injuries have to do.

Why? Trading away all players that might score points is a way to circumvent the Potential Points rules. While doing this intentionally violates the spirit of the overall rules as well as skirting the anti-dumping rule, there needs to be a rule to make sure that one owner doesn't accuse another owner of doing this to gain tanking advantage.

Trades may result in an illegal roster, but the owner must move to correct the imbalance by the next game or be subject to sanctions.

10.4 INJURED RESERVE

There is an Injured Reserve that can hold up to 2 injured players that do not count toward the roster maximum. Assignments to the IR are allowed for players that are on NFL IR.

If a team violates the Legends IR rules for more than 2 consecutive game weeks (Thu-Mon) during the season (by not submitting a new lineup or other shenanigans), **they will lose the player and their earliest 3rd round pick for each occurrence.** Sleeper will help with this by not allowing starting lineups to be modified with "illegal" rosters including if players on the IR are no longer on NFL IR, but it is ultimately the owner's responsibility to ensure that their players on IR are there according to these rules.

10.5 TAXI SQUAD

In order to increase the value of late-round picks, rookie may be moved to a taxi squad for each team by the owner before post-draft cuts. Taxi squad players:

- May only be demoted to taxi during this period and after taxi-to-taxi trades (by commish)
- Will be promoted to the active roster by the league after up to two seasons on the taxi squad
- May be traded to another team's active roster, or to a taxi squad via commissioner intervention
- May be promoted to the active roster at any time, after which they may be started
- Do not count against any roster limits or potential points while on taxi squad.

11. SCORING

EVENT	POINTS
Passing TDs	4 points each
Passing Yards	1/30 points for every one yard
Passing 2 Pointers	2 points each
Passing Interceptions	-2 point each
Rushing TDs	6 points each
Rushing Yards	1/10 point for every one yard
Rushing 2 Pointers	2 points each
Receiving TDs	6 points each
Receiving Yards	1/10 point for every one yard
Receptions (other than TE)	1/2 point for every 1
Receptions (TE)	1.5 point for every 1
Receiving 2 Pointers	2 points each
Off Fumble Recoveries for a TD	6 points each
Offensive Fumble Recovered by D	-2 points each

Regular season games that are tied (0.1 point scoring) will officially be recorded as a tie.

12. PLAYOFFS

Playoffs will take place during Weeks 15-17 of the NFL season. The six playoff teams will be seeded by descending order of Victory Points collected during NFL Weeks 1-14:

- 1 point for a head-to-head win
- 1 point for finishing in the top half of scoring for that week

Tiebreakers for all standings and playoff spots and will be determined by Sleeper which should use this order.

- Overall Winning Percentage
- Total points
- Head-to-Head matchup

The top two seeds will receive a bye in Playoff Round 1. Playoff ties are won by the team with the higher seed. Playoff matchups will not be reseeded, and the bracket is final once the regular season ends.

13. WAIVERS and FREE AGENCY

Any player not on a league roster is considered a free agent. Free agents may be claimed by owners during one of two periods each week: The Waivers Period and the First Come, First Served (FCFS) Period. Free agents whose NFL teams have participated in a game and players dropped since the last Waiver Period ended are not eligible to be claimed until the following Waiver Period.

The **Waiver Period** consists of owners placing Free Agent Acquisition Budget (FAAB) bids. This period begins after the end of the final NFL game of a week and the bidding is adjudicated Wednesdays at 3 AM ET. A player to be dropped (if desired or necessary to meet roster requirements) can be identified when the bid on a free agent is placed. Waiver bid ties are adjudicated by league tiebreakers (weakest team wins the player).

The Waiver Period is followed the **FCFS Period** where players are assigned to rosters as soon as they are claimed. This period runs from the end of the Waiver Period until that week's final kickoff.

- a. All teams will have FAAB of \$1000 the first year.
- b. FAAB can be traded.
- d. All First Comes First Serve (FCFS) waiver transactions will cost \$0.
- e. A team with insufficient FAAB to make a waiver bid or free agent claim may trade for FAAB.
- f. Each team will be able to acquire an unlimited number of free agents per week/year dependent on roster space limits and available FAAB.
- g. The owner cannot rescind or replace a FAAB bid with another request after bids are adjudicated.

Waivers and FCFS moves will occur only during the portion of the league year shown in the league calendar, generally the league's regular season.

14. TRADES

Trading is the lifeblood of a dynasty league. Limits on trading shall be rare, and when in doubt, a trade will be allowed.

- Trading is only permitted by teams who are paid in full for the current season.
- A team may only trade away 1st or 2nd round draft picks for future seasons for which they have paid in full.
- Trades are allowed year-round, except after NFL Week 12 and ending with the conclusion of the fantasy championship in NFL Week 17.
- Teams may trade a player whose game has already been played but that player shall not be eligible to started by the new team in that same week.

Once a trade has been proposed and accepted via the site, it cannot be rescinded except for owner error. If a trade was offered or accepted in error, the owner making the error must notify the Commissioner and the owner of the other team immediately (i.e. within 30 minutes of the trade's acceptance) to request that the trade be voided. Trades will only be revoked because of legitimate owner error that is reported in a timely manner; owners may not request that a trade be voided due to buyer's remorse, seller's remorse or failure to perform due diligence before proposing or accepting a trade. The Commissioner reserves the right to allow a trade to stand if an owner's claim of error is not deemed to be credible.

The Commissioner shall reject all trades which cause a team to violate the requirements for maintaining a starting lineup in the absence of other roster decisions that immediately rectify the lineup violation.

Conditional trades involving players or draft picks are permitted but must be documented to the league in the league chat. If a conditional pick is traded and the pick is no longer available when the condition is executed, the team owing the pick will surrender the next best pick available in the same year as was promised. If that pick is more than one full round (12 picks) away, the team owing the pick will have the option of trading that pick or a pick at least a round (12 picks) earlier in the following year. If the unavailable pick is a 1st round pick, the next 1st and 2nd round picks will be traded. If the commissioner believes an owner is intentionally trading a conditional pick before the condition is executed in order to benefit from the transaction, the commissioner may block the trade.

Teams may not engage in "delayed" or "two-part" trades where players are agreed to be traded but one or more players is withheld from being traded for one week or more. The Commissioner may retroactively void a trade if there is clear and convincing evidence that the trade in question was part of such a trade.

A player may not be started in a league week by Team A and then traded to another team for a player that is used in that same week by Team A. Player value is something that cannot be used twice in the same league week by one or more teams. If a player is started and then traded after his game that week their score will count but the trading-for team may not start them that week.

Teams may not impose "post-trade conditions" where a team trades a player subject to a requirement that the other team perform or refrain from a performing a specified action relating to the player after the trade is completed, but conditional trades based on future team record or final finish in the standings are allowed.

Example: An owner may not trade a player with the condition that the player be waived immediately, or that the player must not be subsequently traded to a particular team, or that the player is benched when playing the team currently trading the player.

Teams may not make offseason trades unless they have paid their league fees for the upcoming season. Trades will not be processed unless all owners involved in the transaction have paid league fees.

Owners shall use their best efforts to respond promptly (within 24 hours) to trade offers from other owners. Owners are encouraged to check for trade offers every time they log on to the site, and owners should immediately reject a trade they deem unacceptable. Letting offers expire is not cool!

The Commissioner may, under rare circumstances, decide that a trade is either anti-competitive, or not in the best **long-term** interest of the league. In this case, the league must vote with a 75% supermajority to disallow the trade. The rationale for this trade veto will be documented in the league chat.

Occasionally, rapidly changing information is not available to both sides of a trade, particularly when the trade was opened before the news was known. In this case, it is recommended that both sides of the trade inform each other of the material information that has changed before acting on the trade. While trading on rapidly changing information can benefit an owner short-term, it's a bush-league move and that owner will be surely be shunned like an Amish rap artist.

15. OFFICIAL STATISTICS AND SCORING CHANGE

Every week after all NFL games are played and all fantasy scores are calculated, the Elias Sports Bureau reviews all NFL games for the purposes of locating and calculating any necessary corrections to the official team and player statistics compiled during each game. These corrections will be applied to league scores when they are released by Elias and the NFL, which is usually on Wednesday morning.

Owners should be aware that the outcome of a game that was tied or won by a small margin may change after the Elias Sports Bureau's scoring corrections are applied. Sleeper should apply the official scoring corrections without exception, and owners may not appeal the changed scoring, the changed outcome of a game, or request that the official scoring corrections be disregarded.

16. ORPHAN TEAMS

An owner may retire from the league in good standing. Upon announcement of an owner's retirement, a replacement owner will be sought by the league and they will be responsible for the upcoming season's league fee if it has not already been paid by the retiring owner, although the commissioner may make exceptions in order to attract ownership. Once an owner announces their retirement, they may not make substantial moves that affect the team's future. A retirement announcement is irrevocable, but an owner who retires in good standing may be considered for reinstatement to the league after an absence of at least one full season.

Aside from retirement, orphan teams can be created through the following circumstances:

- **Quitting owner:** If an owner publicly declares they are quitting the league in the league chat, the team is immediately classified as an orphan team and the Commissioner will assume control of

the team until a replacement owner is found. Public, written "I quit" declarations are permanent and irrevocable; owners not retiring in good standing are permanently barred from seeking reinstatement to the league.

- Abandoning owner: A team is considered abandoned during the season if an owner fails to set a lineup for two consecutive games.
- Removal of an owner for failure to pay league fees.
- Removal of an owner for cheating or anti-competitive conduct
- Removal of an owner or multiple owners for collusion between teams
- Removal of an owner or owners for offering and/or accepting bribes (i.e. real-life money or any other real-life consideration) as an incentive to complete league trades, league transactions or influence league activity of any kind.
- Removal of an owner for repeated failure to return league emails and trade offers in a timely manner.
- Removal of an owner for conduct or transactions detrimental to the league.
- Removal of an owner for repeatedly failing to maintain the minimum or maximum roster size.
- Removal of an owner for repeated failure to adhere to league rules or abide by Commissioner rulings.
- Removal of an owner for repeated failure to communicate with owners or the Commissioner in a mature or respectful manner.

If a team is orphaned during the season, the commissioner will appoint a neutral third party to set the orphan team's roster for the remainder of the season.

Payouts won by a team orphaned during a regular season will be put into the following year's pool to be distributed as extra prize winnings. A departing owner has no explicit claim or rights to forfeited dues either. A departing owner has no right to sell their team unless new ownership is approved by the league (Commissioner); however, the existing owner may nominate new owners and then have the right to sell to that owner if accepted by the league. These nominations will be given priority of consideration (but not be guaranteed) by the league.

Co-ownership is not a means to circumvent this rule. A co-owner may be appointed by an existing owner and may play along, but that owner has no rights to the prizes won by that team unless ownership is formally (in writing) transferred by the league commissioner. Co-owners may face the same sanctions as other owners and may be removed from league discussions at the discretion of the commissioner.

17. DISRUPTIONS TO THE NFL SEASON

If at any time an NFL season is disrupted, these rules will be used to determine league results.

17.1 GAME CANCELLATIONS

In the event that any NFL week has fewer than 10 or fewer games officially played (results published and count in the standings), the week will not count as an "NFL regular season week" and the fantasy week

will be delayed by one week. The fantasy season will be adjusted as if the NFL season was reduced by one week.

17.2 PLAYER ABSENCES

All player absences will be handled by the league IR rules. Special injury lists such as (C) and (H) will generally be considered IR, but exceptions may be made by season.

17.3 SHORTENED NFL REGULAR SEASON

If the NFL truncates their regular season, the fantasy season will need to be adjusted. This truncation may be planned (projects a shorter regular season) or unplanned (NFL ends regular season abruptly). This table will be used to determine league adjustments.

NFL Regular Season	Planned End (<i>Prizes, Draft</i>)	Unplanned End (<i>Prizes, Draft</i>)
16-17 Weeks	No change	
11-15 Weeks	<i>Playoffs Final 3 Weeks</i>	<i>Regular Season Champ</i>
7-10 Weeks	<i>Regular Season Champ</i> Potential Points	
0-6 Weeks*	<i>All single and multi-year prizes and fees paused (season didn't happen)</i> Dynasty Value-Based Lottery (see below)	

If the NFL season is planned to be truncated and then ends abruptly, the unplanned column will be used even if the fantasy playoffs are underway. The playoff weeks will be added back to the fantasy regular season and the fantasy playoff results to date will be ignored. In any case, all transactions will remain official.

17.4 NEXT SEASON DRAFT ORDER

If fewer than 7 fantasy weeks are completed, the draft order will be determined by “Dynasty Team Strength” (DTS) and a lottery as soon as possible. Two groups ("Top 6" and "Bottom 6") will be established by this method and a lottery conducted for each.

- A minimum of three (3) online analyzers will be utilized
- These analyzers must receive a majority of votes in a poll to be "validated"
- These analyzers will rank teams based on re-draft strengths so as to build pseudo final standings.
- The values and rankings from these analyzers will be averaged to provide a single set of pseudo final standings.
- The Top 4, Middle 4, and Bottom 4 will be established from these pseudo final standings
- Team strength will be scaled to a percentage ("P") of the total of their group
- Each team will receive ping pong balls based on 100-P
- Stronger (by TDS) teams in the group will therefore receive fewer balls

- Methodology, player values, groups, and ping pong balls will be published to the league
- The draft order will be set by the lottery-set "Bottom 4", then lottery-set "Middle 4", then lottery-set "Top 4"
- The results of the lottery will be final without opportunity for protest

18. CHANGING LEAGUE RULES

After the conclusion of the Super Bowl and up until the initiation of the next season's rookie draft, rule changes may be proposed by any owner and the commissioner. Proposed rules or scoring changes must be communicated to all owners. This may be achieved by either:

- Posting in the official league chat.
- Messaging the commissioner, followed by a post in the league chat by the commissioner.

For binary votes: 7 of 12 owners voting in favor the change will result in a successful change, except for "competitive balance" rules (rules that affect scoring or starting lineups) which require 8 of 12. When more than one option is available, the commissioner will set multi-voting rules like cascading votes or ranked choice.

The league may be disbanded or restarted at the end a season by a vote of 8 of 12 owners. If the league is disbanded, all remaining dues will be refunded to all owners.

Changes will be implemented in the following league year unless otherwise specified.

19. OWNER RESPONSIBILITIES

Preparation is the key to short-term survival and long-term success in a dynasty league. Owners are expected to be prepared for the annual drafts and to monitor NFL activities throughout the regular season and offseason, including but not limited to up-to-date knowledge of player injuries and which players and coaches have changed teams or retired.

Participation is the lifeblood of this league, even more than rivalries, free agents, statistics or drafts. Maintaining a sense of community and respect among owners is vital to the league's long-term survival and owners' long-term enjoyment.

In addition to the above, owners are also required to adhere to the following responsibilities on behalf of their teams. An owner who fails to adhere to one or more of these responsibilities will be subject to Commissioner's sanctions:

- Owners are responsible for knowing and following the rules and schedule listed in these bylaws as well as on Sleeper.
- Owners are responsible for responding to DMs from the Commissioner or other owners in a timely manner.
- Owners are responsible for taking part in league votes and debates.
- Owners are responsible for regularly accessing Sleeper.
- Owners are responsible for responding to trade offers in a timely manner.

- Owners are responsible for participating in all required league functions and scheduled events, whether they occur in the regular season or offseason.
- Owners are responsible for submitting weekly lineups.
- Owners are responsible for notifying the Commissioner if they will be away for an excessive period of time so arrangements can be made to set lineups and/or manage the team during that owner's absence.

20. ANTI-COMPETITIVE CONDUCT

Anti-competitive conduct is defined as owners or teams engaging in conduct that prevents, reduces or otherwise negatively affects the natural competition and well-being of the league. The following anticompetitive actions are strictly prohibited. Violations of these rules shall be voted on by the league (as requested by any owner or the Commissioner) and may subject an owner or owners to Commissioner's sanctions, which may include immediate removal from the league:

Tanking: Owners are expected to use their best efforts to set their best available lineup every week of competition, even if they are well out of playoff contention. Tanking is defined as failing to submit their best available starting lineup either intentionally or through indifference. It is understood that owners may play hunches on who to start and won't always start the player who scores the most points.

However, an owner who knowingly benches star players or obvious starting players in favor of players who are marginal, clearly injured, benched, suspended or on their bye weeks shall be subject to Commissioner's sanctions for a first offense. A second offense shall result in that owner's immediate removal from the league.

Anti-competitive Trades: Owners may not make trades that result in worsening their own team in order to stock another team playing a third team they want or need to lose. Owners may not make trades if they do not intend to return to the league for the next season. If an owner does not intend to return to the league, they should announce their retirement publicly and play out the season using their best efforts; the incoming replacement owner should be permitted to inherit an intact team and make their own trades and roster decisions. The Commissioner may retroactively void a trade if there is clear and convincing evidence that the trade was prohibited on anti-competitive grounds that were not apparent at the time of the trade.

Collusion: Collusion is defined as two or more owners making arrangements and/or acting in concert to influence the results of league activities such as game outcomes, draft standing or player availability. Any unsportsmanlike conduct coordinated between two or more owners is considered to be collusion, as is teams trading to consolidate better players on one team and/or agreeing to share payouts by acting in concert. Trading a player with the condition that he be traded back would be considered collusion, and against the rules. Owners engaging in collusion are subject to penalties and/or immediate removal from the league.

Dumping: An owner who, without good reason, cuts players from their team who are obviously valuable is subject to Commissioner's sanctions. If an owner continues to dump players after sanctions are imposed, the owner shall be removed from the league. It is understood that teams can and will drop "borderline"

players from their rosters, but dropping obvious fantasy starters or large amounts of average players in an attempt to increase draft position, make players available to other by way of collusion or sabotage the integrity of the league shall not be tolerated.

Indifference: An owner who fails to submit a starting lineup or fails to replace inactive players who are injured, benched, suspended or on their bye week is subject to Commissioner's sanctions for a first offense. An owner who fails to set a starting lineup due to indifference twice in the same season is subject to removal from the league.

An owner whose personal conduct is deemed by the Commissioner to be consistently and flagrantly disrespectful to other owners or the league is subject to Commissioner's sanctions. Such conduct includes but is not limited to posting chat or comments containing serious threats of violence, offensive comments regarding race, ethnicity, religion or sexual orientation, or engaging in any kind of persistent harassment or bullying. In general, if an owner would get punched in the face by saying it to the guy sitting on the next bar stool, the owner should probably refrain from saying it here.

The Commissioner will be the final authority on all sanctions only to be overturned by a a vote of 8 of 12 owners on a league-wide poll.

21. OWNERS SANCTIONS

If at any time an owner violates league rules or engages in conduct judged by the Commissioner as detrimental to the league in any way, the Commissioner has both the authority and obligation to act to protect the league and to act in its best interests. The Commissioner may impose sanctions against an owner or team found to have violated league rules or conducted themselves in a manner detrimental to the league. It is expected that Commissioner's use of sanctions will be rare, appropriate to the offense, proportionate to its severity, and not undertaken lightly.

Commissioner's sanctions include but are not limited to the following:

- Public warning
- Deductions from overall and divisional point totals
- Retroactive cancellation of trades, with the possibility of forfeits declared for any games affected by the cancelled trade
- Suspension of waiver rights for a specified period
- Suspension of trading rights for a specified period
- Suspension or benching of players for a specified period
- Suspension of an owner or co-owners for a specified period, with their team forfeiting all games occurring during the suspension
- Forced waiving of players
- Loss of future draft picks
- Loss of FAAB
- Removal of an owner or co-owners from the league

Any combination of the above sanctions deemed appropriate by the Commissioner.

The Commissioner may impose and enforce sanctions at any time, including retroactively. The Commissioner may use an owner's past record in considering the length or severity of sanctions (The Draymond Green Rule).

22. COMMISSIONER

The Commissioner will act in good faith and at all times in the best interest of the league to maintain a fun, fair, competitive environment.

The Commissioner will have the final authority over all actions, activities, votes, rule changes, and any other thing necessary to effectively run a good league while respecting the rights of its owners. In the rare instance that a situation arises which is not covered by the bylaws, the commissioner reserves the right to rule on the issue in the best interest of the league. This includes times when a rule is not explicitly stated (such as a tiebreaker) but must be ruled on to move league business forward. Commissioner rulings are final, binding and cannot be appealed. The intent of this clause is not to grant arbitrary, unchecked Roger Goodell-like power, but rather to empower and require the Commissioner via these bylaws to take fair and necessary executive action for the good of the league.

A Co-Commissioner will be appointed by the Commissioner and confirmed by the league to act for the Commissioner in their absence or fill in for the Commissioner if there is a conflict of interest.

The Distinguished Dynasty Association Current Leadership

1. Commissioner:
 - *JayEl326 (Joe Lane)*
2. Co-Commissioner:
 - *To be appointed*

23. CHANGELOG

None Yet